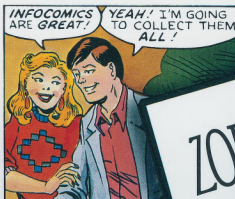
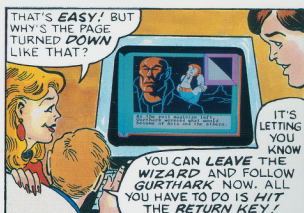
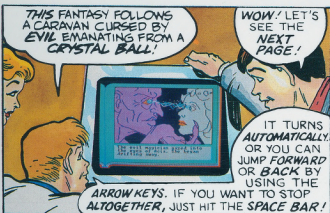
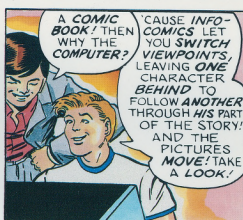
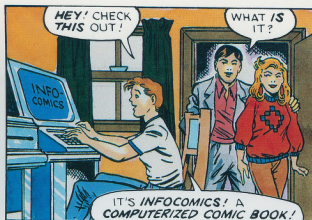


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ZORK® QUEST

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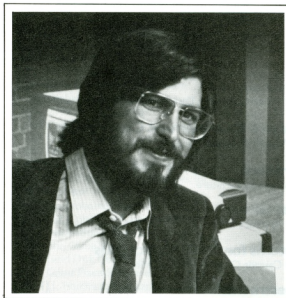
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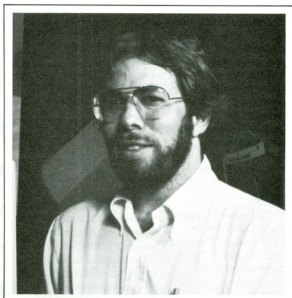


KEYNOTE SPEAKERS

Apple's Founders



STEVE JOBS



STEVE WOZNIAK

SPECIAL HAPPENINGS

**AppleForum:
Talk Back to Apple Computer**

On Saturday afternoon you'll be able to talk to Apple's founders, Steve Jobs and Steve Wozniak, at AppleForum. The two Steves will spend about 20 minutes discussing where Apple has come from and what's in store for the future. Then they'll take the rest of the afternoon to answer any questions you want to ask about Apple Computer.

A word of caution: They have sworn they will not reveal information about any future Apple products. So if you want to find out what the next generation Apple is going to be, you'll have to devise your questions carefully and disguise them so that the Steves don't catch on to what you're doing.

Steve Wozniak designed the Apple Computer six years ago in Steve Jobs' garage. Jobs is chairman of the board of Apple; Wozniak is currently on a leave of absence from the company.

AppleForum runs from 3:00 PM to 5:00 PM on Saturday in Room A (second floor). Come and stay for all or part of it.

Hands-On AppleCenters

You can 'test drive' an Apple II or Apple III at the Hands-On Applecenters. There are dozens of Apples available and a staff of knowledgeable people to help you. The Applecenters provide a terrific way to learn about and try out the Apple, even if you've never touched a computer before.

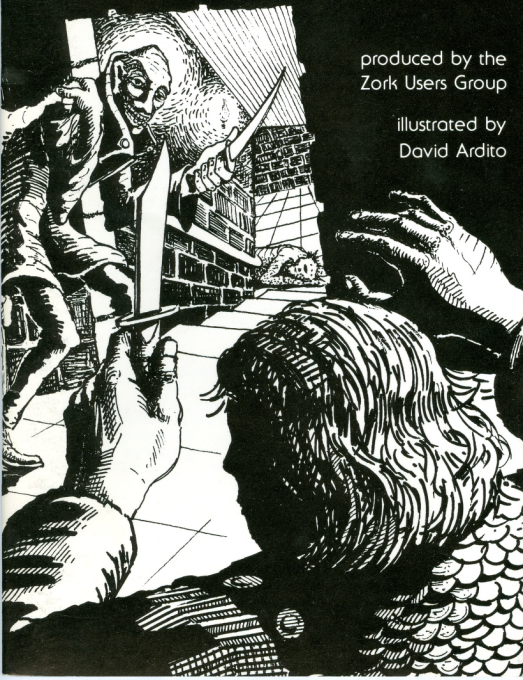
The Hands-On Applecenters are open Friday, Saturday and Sunday, 11:00 AM - 4:00 PM. You'll find them on the first floor.

InvisiClues^{T.M.}

for **Zork I:** **the Great Underground Empire**

produced by the
Zork Users Group

illustrated by
David Ardito



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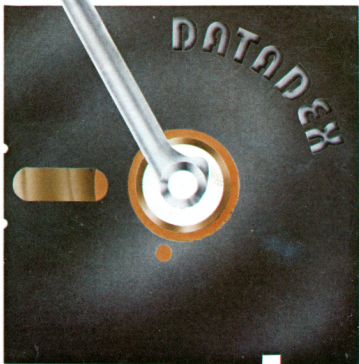
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1982 Schedule of Applefests

Applefest/Minneapolis
Thursday - Sunday
September 16-19, 1982
Minn. Auditorium

Applefest/San Francisco
Friday - Sunday
October 15-17, 1982
Brooks Hall

Applefest/Houston
Friday - Sunday
November 19-21, 1982
A. Thomas Convention Center

Applefest/Atlanta
Thursday - Sunday
December 9-12, 1982
Atlanta Civic Center

In 1983 Applefests will be held in Anaheim, Dallas, Denver, Philadelphia, Washington D.C., Chicago, Toronto and New York, in addition to the cities listed above.

Northeast Expositions, Inc. also produces the National Computer Shows and Office Equipment Expositions, which are end user events featuring micro computers for business and personal use, peripherals, accessories, supplies and software, plus office products and services.

The National Computer Shows include: the Twin Cities Computer Show, Minneapolis Auditorium September 16-19; the Mid-Atlantic Computer Show, Washington DC Armory October 28-31; the Northeast Computer Show, Hynes Auditorium November 11-14 and the Southeast Computer Show, Atlanta Civic Center December 9-12.

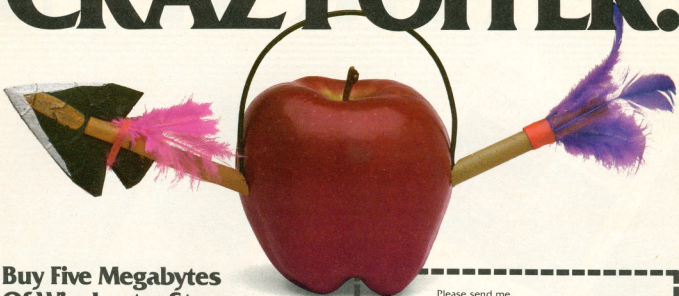
Northeast Expositions is also the producer of Electronics, which are public shows featuring personal computers, home entertainment equipment and personal electronics including video games and stereo.

Electronics will be held in Boston at the Hynes Auditorium October 8-11, Houston at the Albert Thomas Convention Center November 19-21 and San Francisco at the Moscone Center December 3-5.

For information concerning exhibit space or tickets call or write Northeast Expositions, 824 Boylston Street, Chestnut Hill, Massachusetts 02167, Telephone 617-739-2000.



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We also provide a personal hint service for the games.

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Return this form (& check or money order if applicable) to:
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a user's guide to getting into the worlds of Infocom

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InvisiCluesTM

for

ZorkTM II: The Wizard of Frobozz

produced by the Zork Users Group

illustrations by David Ardito



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Great care was taken to avoid giving anything away unintentionally. The invisible hints often progress from a gentle nudge in the right direction to a full answer. The questions themselves, which had to be visible, were worded so as to reveal as little as possible about the game. Do not use the presence or lack of a question on a certain topic as an indication of what is important, and do not assume that long answers are associated with important questions. Dummy questions and answers have been inserted to minimize this problem. If you let the questions found in this booklet influence your game, you will be sorry.

The listing of all the treasures and their locations should be used only as a last resort. Once you have completed the game, you may want to try the "for your amusement" suggestions. Do not look at these before the game is over as they reveal solutions to some of the problems.

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If you are stuck in the game, find the question which pertains to your problem in the appropriate section of the booklet. Use the A.B. Dick latent image marker which came with the booklet to develop the first answer. Use the boxes as a guide and run the marker *once* across each line. Allow a second or two for the image to develop. It is not necessary to rub the marker back and forth over the same area.

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Mike
Cambridge, Massachusetts
July, 1982



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TO: ALL INFOCOM EMPLOYEES
FROM: PUBLIC RELATIONS DEPARTMENT

Dave Lebling To Be Interviewed on PBS' Computer Chronicles

Dave Lebling's interview on the television show Computer Chronicles will air this Saturday evening (1/26) from 6:30 - 7:00 p.m. on WGBH Channel 44. Dave taped this show in San Francisco the Saturday following C.E.S.

He is a featured guest on the segment Computer Games, - a subject we all have an interest in. We're sure you'll enjoy his comments.

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10/1/2003

InvisiCluesTM

for **ZorkTM III: the Dungeon Master**

produced by the Zork Users Group

illustrated by David Ardito



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How Points are Earned (use only as a last resort)

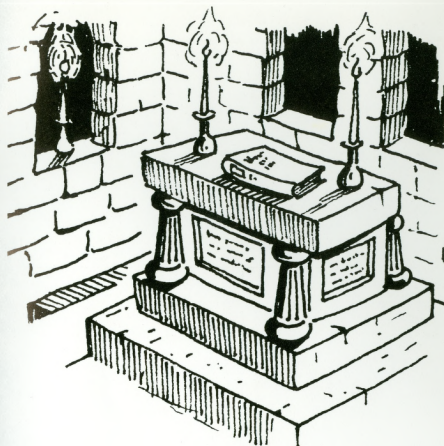


You earn one potential point when you ...



The Zork Users Group specializes in the Interlogic™ series of games offered by Infocom. In addition to maps, InvisiClues, and assorted game memorabilia, we are a source for all Interlogic games on all systems for which they are available on a non-exclusive basis.

Have you ever:

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The top portion of the page is covered by a thick, irregular yellow highlight or smudge. There are no markings, text, or drawings on the page.[illegible]

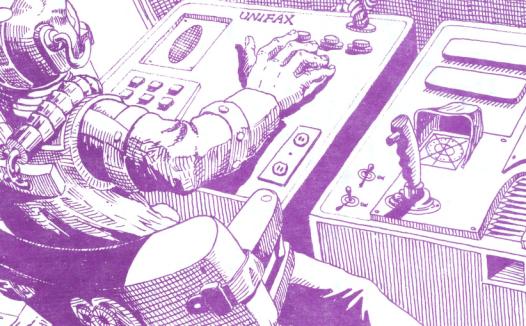
I think Zork is a fantastic way to get young people to read. It builds spelling skills, comprehension, and vocabulary. It also exercises logic, abstract reasoning, and problem solving. Zork, in conjunction with this hint booklet, would be a worthwhile addition to any school's curriculum. If you know of a school with the necessary equipment (or the will to purchase it), you may wish to suggest this as an experiment. Quantity educational discounts on these booklets and on the games can be negotiated.



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STARCROSS

Legend

- normal connection
- > one-way connection
- connection requiring problem-solving

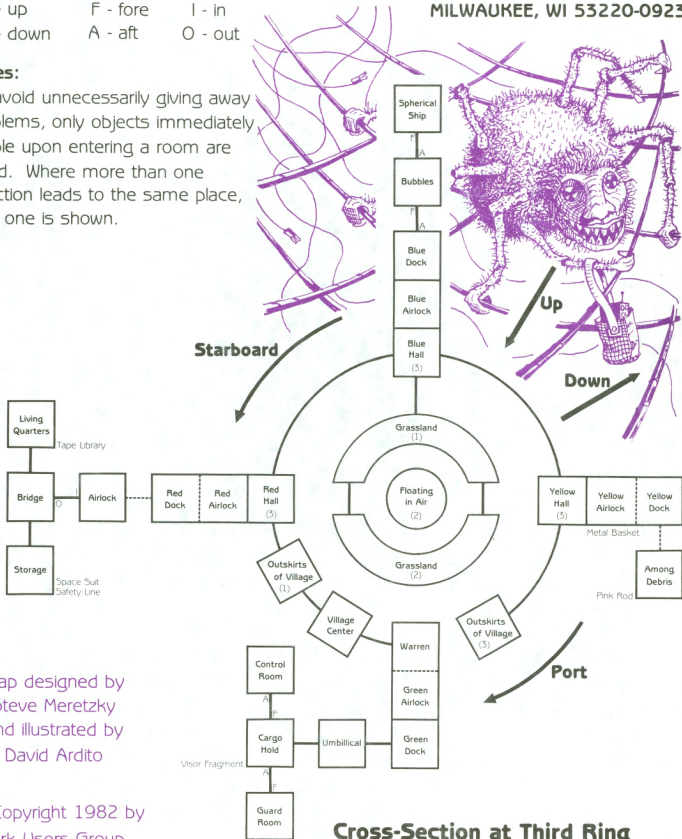
U - up F - fore I - in
D - down A - aft O - out

Notes:

To avoid unnecessarily giving away problems, only objects immediately visible upon entering a room are listed. Where more than one direction leads to the same place, only one is shown.

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Cross-Section at Third Ring

InvisiCluesTM

for **DeadlineTM**

illustrated by David Ardito

produced by the Zork Users Group





LORD

Legend

- Normal passageway
- One-way passageway
- Passageway requiring problem-solving
- ||—— Narrow passageway (baggage limit)
- }}..... Earthquake damage

Notes:

Horizontal passages leave the room in the direction shown. Vertical passages are labelled "U" for UP and "D" for DOWN. To avoid giving away problems, objects not immediately visible upon entering a room are not shown. Where more than one direction leads to the same place, only one is shown.







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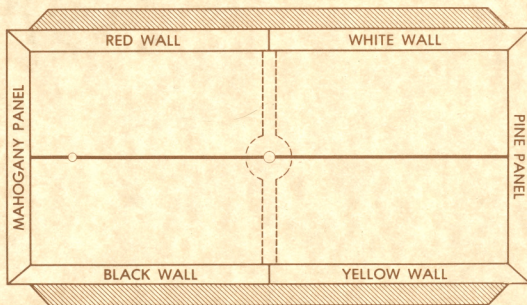
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Map designed by D. Ardito and S. Meretzky
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Legend for Royal puzzle

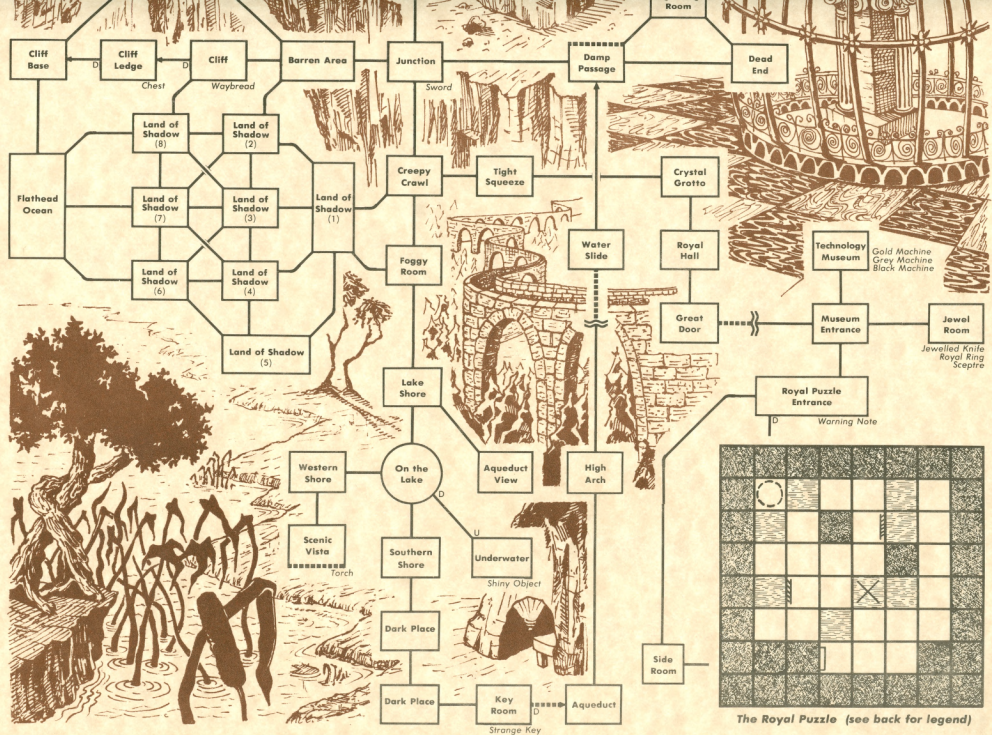
-  Marble wall
-  Sandstone wall
-  Ladders
-  Metal door
-  Hole in ceiling
-  Depression in floor



The Mirror Box (original position)

ZORK III: The Dungeon Master



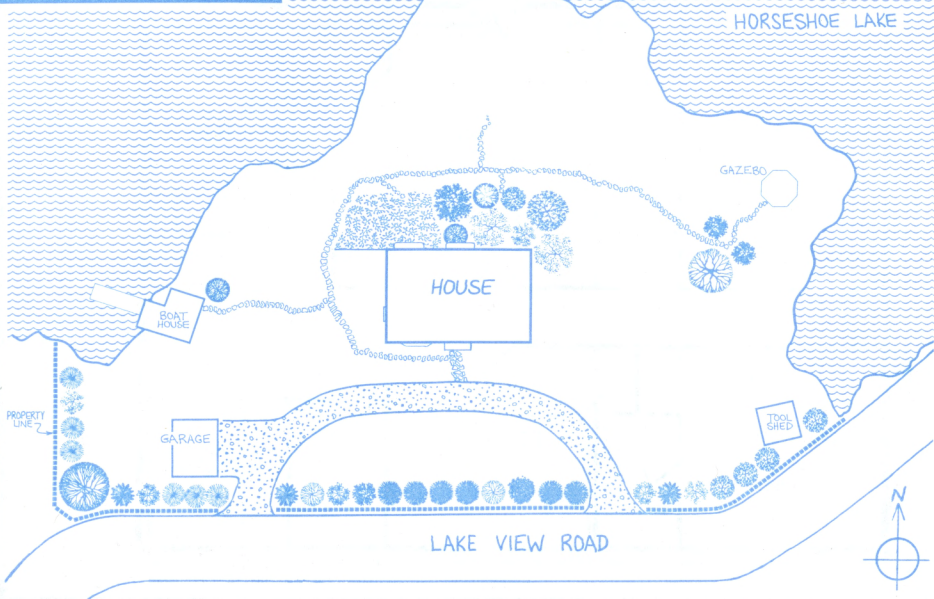


The Royal Puzzle (see back for legend)

PLANS FOR THE ESTATE OF MR. MARSHALL ROENER
506 LAKEVIEW ROAD • MAITLAND, CONNECTICUT
BLANK, BLANK, BLANK AND FLATHEAD, ARCHITECTS

Site Plan

DRAWING NUMBER S1 SCALE: 1"=30' DATE: 9/1/82



November ML

November 1961

Once upon a time, in the little kingdom of Brogmus looked out from the window of his moat, and saw that a danger threatened the L the terrible dragon Backlog.

So King Brogmus met with his floppy disk and spilled its entrails, after many days, the plan.

And the king mailed the king.

So King Brogmus met with his wise men, a floppy disk and spilled its entrails to get a re-
Finally, after many days, the king emerged from the
with a plan.

And the king's heralds went forth
every mailbox and calling for volunteers
klog was huge and terrifying, volunteer
every department to battle

Good King Brogmus
against the
he it

And the king's heralds went forth throughout the kingdom, calling for volunteers to slay the monster. The king emerged from the palace, and his brave knight Sir Eric, the greatest and most tireless of all, after the dragon had slain the monster, poured forth his blood. The kingdom was safe at last. The people rejoiced, and ate and drank, while the king consulted the wise men, and decided to halt the stream of blood. The king's heralds went forth throughout the kingdom, calling for volunteers to slay the monster. The king emerged from the palace, and his brave knight Sir Eric, the greatest and most tireless of all, after the dragon had slain the monster, poured forth his blood. The kingdom was safe at last. The people rejoiced, and ate and drank, while the king consulted the wise men, and decided to halt the stream of blood.

the knight Sir Eric, then, one of the kingdom's six thousand wounds in its battle with the dragon was safe at last. The people rejoiced, and ate dragon meat, with stuffing and all, while the king consulted his advisors once again. And the decision to halt the battles, for he knew that even though the still streaming in from every corner of the land, to come might only arouse the equally terrifying dragon Overstock. The king went forth throughout the land, thanking the kingdom for their help and their courage, and then it across the moat, content in the knowledge that the kingdom again, and everyone, including the Christmas season???

...the dragon meat, with stuffing a
...lands in its
...a final be
...advised his advisors once again. And t
...the battles, for he knew that even thou
...from every corner of the land, to co
...only arouse the equally terrifying dragon Overstock.
...the kingdom went forth throughout the land, thanking t
...the kingdom for their help and their courage. And Kin
...ut across the moat, content in the knowledge that Backlog
...ten the kingdom again, and everyone lived happily ever
...Christmas season???

INFOCOM

MEMO

TO: Sales, Marketing, Those Who Talk to the
FROM: Mike Dornbrook

Must be careful about what we say concerning MS-DOS 2.0 versions will work on the Tandy 200. Similar contract provisions we can't say so. Similar provisions are mentioned as MS-DOS compatible.

Mindset machines are known to run the MS-DOS 2.0. Should only state that a machine is compatible with MS-DOS 2.0 and to provide customer support. IBM-PC compatibles, also.

Machines will run the MS-DOS 2.0 versions. Machine is not on the list of machines we support. MS-DOS 2.0 and can read IBM format disks.



Cornerstone™ is the first sophisticated database system specifically designed for the non-programmer—from sales managers and personnel directors to engineers and consultants. With Cornerstone, you can solve complex business problems that until now you had to be a programmer to solve. And it helps you realize the full potential of your personal computer.

It's easy to use.

- ☐ The *Beginner's Guide* and *On-line Tutorial* teach you everything you need to know in 10 easy lessons.
- ☐ Menus and extensive Help always tell you where you are and what you can type next. You can't get lost.
- ☐ The *Owner's Handbook* explains in plain English and using familiar concepts how to build powerful, sophisticated applications.

It's a full-featured relational database system that lets you:

- ☐ Build your own databases and change them any time you want.
- ☐ Create new report formats in seconds with the built-in interactive report writer.
- ☐ Combine notes—short or long—and data anywhere in your database.
- ☐ Perform extensive arithmetic, financial and date calculations.
- ☐ Easily exchange information with popular word processing software and spreadsheets like 1-2-3™. Cornerstone also reads files in dBase II™ and PFS® formats.

Cornerstone comes with everything you need to start using it productively the very first day, including a sample database, customized keyboard template and ready-to-use mailing list/client tracking system.

System Requirements

- ☐ Minimum 256K memory (512K recommended).
- ☐ 2 floppy disk drives or 1 floppy and hard disk.
- ☐ Monochrome or color monitor.

ISBN 0-87321-228-2



INFOCOM™

55 Wheeler Street, Cambridge, MA 02138

1-2-3 is a trademark of Lotus Development Corporation. dBase II is a registered trademark of Ashton-Tate. PFS is a registered trademark of Software Publishing Corporation. Cornerstone is a trademark of Infocom, Inc.

CORNER

THE SOPHISTICATED DATABASE SYSTEM
FOR THE NON-PROGRAMMER.

STONE



INFOCOM™

OWNER'S HANDBOOK I



INFOCOM

OWNER'S HANDBOOK I



INFOCOM

CORNER
STONE™

INFOCOM™

SAMPLE DATABASE

For the IBM®PC, PC/XT,™ PC/AT™ or any 100% compatible computer.

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Release 5.16 Actual Part No. 10213

INFOCOM™

Infocom, Inc., 55 Wheeler St., Cambridge, MA 02138

INFOCOM
presents

The Second CIN

SUNDAY, MAY 31, 1987

FIELD MUSEUM of NATURAL HISTORY



Ever since you arrived at G.U.E. Tech, you've heard stories about the old campus basements and storage rooms, some so ancient that they contain only rotting piles of unidentifiable junk. You've heard about the decrepit underground tunnels, crumbling into hazardous piles of timber and concrete. And you've vowed never to set foot in any of them.

But tonight, with a blizzard raging outside and the classrooms empty of all but a few diehard hackers, something draws you into the dark nether regions of the institute. Perhaps it's the howling storm, making the outdoors as threatening as anything you could imagine within. Or perhaps it's the terrifying dream you had, hinting at horrific mysteries below and leaving you with a strange object

that seems to lead you inexorably downward.

Suddenly, you're in a world that rivals your most hideous visions, a realm of horror lying in wait beneath the calm corridors and study halls. Shapes emerge from dark corners. Eerie sounds draw closer. Slimy passageways lead to sights so ghastly that they will feed your nightmares for weeks.

Infocom's interactive fiction gives you the leading role in a vividly-descriptive story. In *The Lurking Horror*, author Dave Lebling turns an everyday world into a frightening web of uncertainty. You'll face ingenious puzzles, unique characters, and chilling twists of plot as you explore the nightmarish depths of the institute and confront the horror lurking below.



INFOCOM

125 CambridgePark Drive
Cambridge, MA 02140

Infocom interactive fiction is available for most personal computers.
The Lurking Horror is a trademark of Infocom, Inc.

The Second City®

presents an original Infocom revue

INFOPROVISATION

Performed by

**Steve Assad
Kevin Crowley
Aaron Freeman
Rick Hall
Bonnie Hunt
Maureen Kelly**

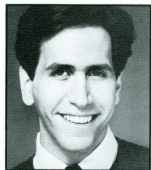
Very special thanks:

Angela Crews Renata Daroszczevska
Stuart "Stella" Kirsch Curtis Montague

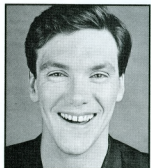
We also appreciate the contributions of:

Gabrielle Accardi, Dave Anderson, Joel M. Berez, Denise Delany,
Michael Dombrook, Lorri Fischer, Carl Genatossio,
Elizabeth Langosy, Debbie Reilly, Jon Palace,
Chris Reeve, Gayle Syska, Cindy L. Weiss

PROFILES



STEVE ASSAD was a member of The Second City E.T.C. Resident Company where he performed in three revues: *Cows on Ice*, *Mirrors at the Border*, and *Small Arts and Crafts Warnings*. He has addressed the public as President Reagan at numerous speaking engagements throughout the country, appearing with a number of dignitaries including (in 1984) Walter Mondale. A graduate of Dartmouth College, Steve has also appeared in two films: *Nothing in Common* and *Jimmy Reardon*.

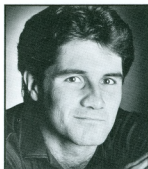


KEVIN CROWLEY once described himself as a "stepchild of the world." He grew up in the back of a station wagon on an endless vacation. His writing and acting credits include *The Sons of the Desert* comedy duo and later *The Sons of the Desert vs. Greenbay* revue. He also appeared in *The Company We Keep's World Tour '85*, recently worked with the educational-oriented improvisational group Wavelength, and co-wrote a short film entitled *Two Dino's*.



AARON FREEMAN is an actor, writer, lecturer and stand-up-comic as well as the resident funny-man of the MacNeil/Lehrer News Hour. His columns and humorous writings have been featured in *Playboy* and both the Chicago Tribune and Sun Times. Aaron portrayed Jacob Marley in the Goodman Theatre's original, controversial, interracial production of *A Christmas Carol*, directed by Gregory Mosher. Aaron's film and television credits include PBS' *A Matter of Principle*, starring Alan Arkin; Cheech and Chong's *Things Are Tough All Over* and PBS' *Who Am I This Time*.

PROFILES



RICK HALL was born on a farm in Central Illinois. He left the farm after the crops were harvested and came to Chicago. Since then, he has performed with a number of local companies, done a few plays, and helped found the Improv Institute. Mr. Hall has toured with The Second City National Touring Company and has performed with both The Second City and E.T.C. resident companies. He can also be seen in several commercials and even a couple TV shows ... Don't blink.



BONNIE HUNT has appeared with several comedy groups in Chicago including An Impulsive Thing, the Thursday Club, and, most recently, The Second City National Touring Company. Miss Hunt started her career as a standup comedienne working various lounges in Chicago, including her own home: "being one of seven children, there was always an audience." For the past four years, Bonnie has supported her comedy habit by working as a nurse at several Chicago hospitals, most recently Northwestern Memorial.



MAUREEN KELLY, a capricorn, has appeared in The Second City's *How Green Were My Values* and in The Second City E.T.C.'s hit show *Mirrors at the Border*. Born in Park Forest, Illinois, she graduated from the University of Cincinnati College Conservatory of Music. Returning to Chicago, she appeared in various musicals and plays including *Berlin to Broadway* at the Illinois Theatre Center. Maureen also writes, performs, and directs for radio and television commercials and has appeared on ABC's "Lady Blue" television series.

INFOCOM'S FALL LINEUP

PLUNDERED HEARTS

In the 17th century, the seas were as wild as the untamed heart of a young woman. But when you set out on a schooner bound for the West Indies, your thoughts are only of the ailing father awaiting your care. Little do you know that your innocent journey will soon turn to dangerous adventure. In **PLUNDERED HEARTS**, Infocom brings your wildest fantasies to life. You'll thrill to spine-tingling peril, heart-pounding romance, and challenging predicaments.

* * * *

NORD AND BERT COULDN'T MAKE HEADS OR TAILS OF IT

Infocom's first collection of short stories takes you to a place where nothing is quite as it seems. It's a place where you really can make a mountain out of a molehill, where 'the fur is flying' is taken literally, where a bow can be turned into a beau, and where you'll need to shake a tower before you can take a shower.

Each of the eight stories involves a different type of wordplay. You'll challenge your wits and your memory to come up with the clichés, spoonerisms, and other verbal trickeries needed to complete the puzzles. But don't worry, for the first time, an Infocom title offers built-in hints, which you can call upon when the going gets rough.

* * * *

BEYOND ZORK

Brian Moriarty, best-selling author of **WISHBRINGER** and **TRINITY**, has been hard at work for over a year on a technologically groundbreaking project. Set in the universe of **ZORK**, the story features a new user interface and an excitingly different style of game-play. Blending the best features of interactive fiction and role-playing games, this is sure to be a hit.

While you are at the party -- don't forget to meet Dave Lebling and Steve Meretzky, authors of **THE LURKING HORROR** and **STATIONFALL**.

Dave Lebling was born in Washington, DC, in a hospital that was torn down soon thereafter. He grew up in suburban Maryland.

He attended the Massachusetts Institute of Technology, and worked at MIT's Laboratory for Computer Science, where he developed an interest in computer entertainments. His three long time interests - books, games and computers - have been successfully united at Infocom, where he is a senior game designer. He co-authored the original mainframe **ZORK I**, **ZORK II**, **ZORK III**, and **ENCHANTER**, and wrote **STARCROSS**, **SUSPECT**, and **SPELLBREAKER** on his own. He is married and lives in a suburb of Boston, on a windblown hill crowned by a covered ring of stones. He hopes the noises in the walls are the heating system.

THE LURKING HORROR, Lebling's eighth work of interactive fiction, recalls the ghastly visions of H.P. Lovecraft and Steven King.

Steve Meretzky was born and raised in Yonkers, NY, where his early hobbies included rooting for the New York Mets and against Richard Nixon.

Meretzky arrived at the Massachusetts Institute of Technology in September of 1975 to pursue a career in architecture. MIT's Department of Architecture convinced Meretzky that he should pursue a career in Construction Management. Following his unexpected graduation, several construction firms convinced Meretzky that he should pursue a career as a game tester for Infocom. Finally, by 1982, Marc Blank had convinced Meretzky that he should pursue a career as an author of interactive fiction ("implementor" in Infocom lingo). Steve is married to Elizabeth Rock.

STATIONFALL is his sixth interactive fiction release. Meretzky's previous successes include **HITCHHIKER'S GUIDE TO THE GALAXY** (co-authored by Douglas Adams), **LEATHER GODDESSES OF PHOBOS**, and **PLANETFALL**, for which he received an award for Best Computer Software Designer.

You're Invited . . .

We're looking forward to seeing you at McCormick North. Come see the latest in Activision, Gamestar and Infocom products. Drop by the Soft-Kat booth or visit us in the North Annex, Suite L13.

Creativity & Productivity



Draw Plus — New for the Apple® II GS. It's the colorful precision drawing program that lets you design graphics easily with the touch of a mouse. Design floor plans, integrate charts and graphs into your reports, create logos and more.

Writer's Choice elite — Write in color on the Apple II GS. Use easy pull-down menus and multiple windows. Color highlighting and graphics integration make writing and editing a snap!

Entertainment

Allens — The hot C-64 title now on the Apple II—with outstanding 16-color graphics! Relive the excitement of the hit movie in six fast-action arcade sequences.

The Last Ninja — The zenith of martial arts games! The scrolls of the Ninja brotherhood are stolen, and you, the legendary sword fighter Akumani, are the last hope of retrieving them.

Sports

Top Fuel Eliminator — New from Gamestar in July! Feel the excitement and exhilaration of six seconds of pure power as you compete for the drag racing championship.



GBA Championship Basketball:

Two-on-Two — One of the year's hottest-selling titles arrives for the Apple II GS. All the action and strategy of team basketball, plus 24-team league play, playoffs and the championship.

Games for Atari®2600



Kung Fu Master — The coin arcade and home computer hit comes to the Atari 2600 in August! Become the Kung Fu Master as you battle countless foes to free a damsel in distress.

Commando — Another arcade smash for the Atari 2600 this fall! Carry out your lone crusade through hostile territory with only a machine gun and hand grenades.

See you there!

ACTIVISION
GAMESTAR★
INFOCOM

ENTER THE WORLD OF INFOCOM'S INTERACTIVE FICTION

In the realm of the master storytellers, you'll find yourself venturing into places you've never been before. You'll develop the cunning of a pirate and the intuition of a master sleuth. You'll fly like a bat, read minds, and turn foes into newts. You'll travel from the far reaches of the galaxy to 17th century West Indies. You'll explore a glitzy Malibu mansion and a haunted castle in Cornwall. You'll meet characters ranging from the lovable robot Floyd to the fiendish Leather Goddesses of Phobos.

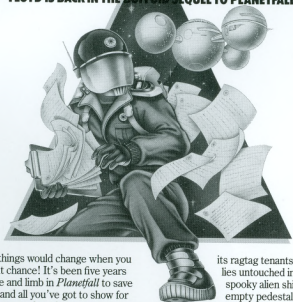
You'll experience all of it, every step of the way. Because in Infocom's interactive fiction, YOU are the main character.

Infocom's interactive fiction is like any good book in that it communicates in prose, tells a story that progresses through time, and has characters who change and react to each other as the story moves along. The difference is that YOU take the leading role in the story, going places, interacting with people, striving to outwit opponents - communicating with the story by writing conversational English sentences onto the keyboard of a personal computer. You decide what to do each step of the way. As in real life, your decisions influence what happens later on.

Journey to a place limited only by your imagination—the world of Infocom's interactive fiction.

STATIONFALL™

FLOYD IS BACK IN THE MOFFOID SEQUEL TO PLANETFALL!



So you thought things would change when you became a hero? Fat chance! It's been five years since you risked life and limb in *Planetfall* to save the planet Resida, and all you've got to show for it is a promotion from scrubworker to paper-pusher. Your tedious assignment for today: an emergency mission to Space Station Gamma Delta Gamma 777-G 59/59 Sector Alpha-Mu-79 to pick up a supply of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms.

At least you've drawn a good companion for the journey. It's your old pal Floyd—the very same mischievous little robot, crayons and paddleball at the ready, who was your helpful buddy in *Planetfall*.

Getting to the space station is easy. But once there, you find it strangely deserted. Even the seedy space village surrounding the station is missing

its ragtag tenants. A bowl of soup lies untouched in the mess hall. A spooky alien ship carrying only an empty pedestal rests in a docking bay. An ostrich and an Arcturian balloon creature are found, abandoned but in perfect health. A captain's log describes the mysterious breakdown of machinery, demonstrated by a roving hull-welder who seems bent on your destruction. And finally even Floyd begins acting oddly...

Infocom's interactive fiction gives you the leading role in a vividly-descriptive story. In *Stationfall*, author Steve Meretzky continues your adventures in the Stellar Patrol, as you struggle to overcome the dangerous forces at work in the space station. Even if you've never played *Planetfall*, you will enjoy *Stationfall*: the puzzles will challenge your intellect, the humor will keep you laughing, and Floyd will win your heart.

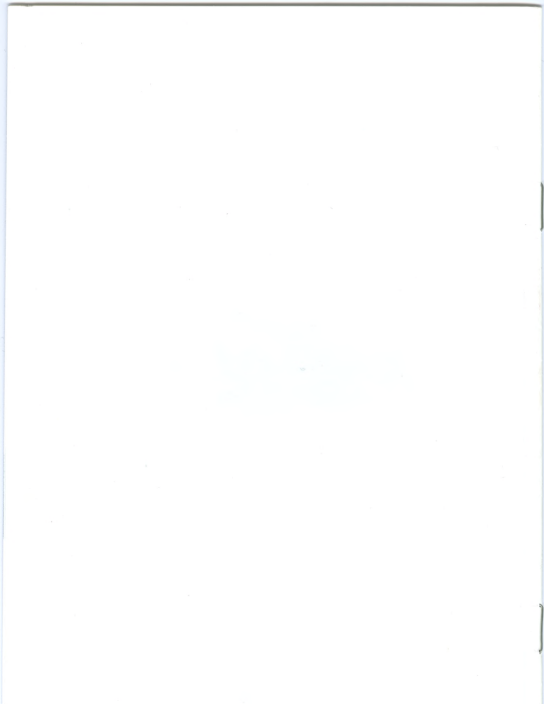


INFOCOM

125 CambridgePark Drive
Cambridge, MA 02140

Infocom interactive fiction is available for most personal computers.
Stationfall is a trademark and Planetfall is a registered trademark of Infocom, Inc.





INFOCOM

125 CambridgePark Drive
Cambridge, MA 02140
(617) 492-6000

On May 31, 1987, the Second City Comedy Troupe, breeding ground for such comic greats as Dan Ackroyd, John Belushi, and Elaine May, will perform a special revue to introduce Infocom's latest software creations,

Stationfall and The Lurking Horror

Infocom and the rest of the Activision family invite you to join us for drinks, hors d'oeuvres, and high comedy.

The Field Museum of Natural History
North Entrance
Roosevelt Road at Lake Shore Drive
Chicago, Illinois

Sunday, May 31, 1987
6:00 to 9:00 p.m.

Second City Comedy Troupe performance at 6:45 in the James Simpson Theater at the Field Museum.

Since seating is limited, please reserve your place at this exclusive performance by calling Stella at (617) 492-6000. This invitation admits two only, and must be presented to gain admission.

A. N. EMPLOIE

Al Veng

Too Bahr

Zaphod Beeblebrox

John Deere

Sales by Title for: January, 1984

through: December, 1984

Cd.	L	Title	Unit Sales		Sales Amount		Avg.
I71	S	Zork I	98,054	17.1%	1,518,005.54	16.2%	15.48
IS4	S	Hitchhiker's Guide	59,007	10.3%	832,500.68	8.9%	14.11
IA3	S	Cutthroats	52,703	9.2%	676,002.87	7.2%	12.83
I72	A	Zork II	45,873	8.0%	763,805.22	8.2%	16.65
IS3	S	Planetfall	43,606	7.6%	744,634.84	8.0%	17.08
I73	A	Zork III	36,070	6.3%	579,797.68	6.2%	16.07
IM2	S	Witness	34,712	6.0%	559,463.45	6.0%	16.12
IA2	J	Seastalker	31,384	5.5%	498,185.91	5.3%	15.87
I75	A	Sorcerer	31,334	5.5%	648,623.47	6.9%	20.70
I74	S	Enchanter	31,222	5.4%	580,607.27	6.2%	18.60
IM1	E	Deadline	29,566	5.1%	654,155.79	7.0%	22.13
IM3	A	Suspect	22,659	3.9%	328,131.62	3.5%	14.48
IA1	A	Infidel	20,250	3.5%	409,726.24	4.4%	20.23
IS1	E	Starcross	19,452	3.4%	289,668.75	3.1%	14.89
IS2	E	Suspended	18,933	3.3%	280,565.73	3.0%	14.82
			574,825	100.0%	\$ 9,363,875.06	100.0%	\$16.29

Sales by Machine for: January, 1984

through: December, 1984

Cd.	Machine	Unit Sales		Sales Amount		Avg.
AP1	Apple II	122,839	21.4%	2,258,325.94	24.1%	18.38
AP2	Macintosh	104,028	18.1%	1,974,074.72	21.1%	18.98
IB1	IBM PC	83,166	14.5%	1,534,014.19	16.4%	18.45
CO2	Commodore Plus/4	79,220	13.8%	673,370.00	7.2%	8.50
AT1	Atari	57,022	9.9%	968,826.73	10.3%	16.99
CO1	Commodore 64	43,338	7.5%	766,387.33	8.2%	17.68
CO3	Commodore 64 & +4	25,560	4.4%	217,260.00	2.3%	8.50
TA2	Tandy 2000	12,513	2.2%	221,688.19	2.4%	17.72
HP1	HP 150/110	10,841	1.9%	166,384.18	1.8%	15.35
TA3	TRS-80 Model III	10,334	1.8%	91,954.05	1.0%	8.90
TI2	TI 99/4A	5,978	1.0%	118,102.26	1.3%	19.76
TA4	Tandy Color Computer	5,000	0.9%	61,162.78	0.7%	12.23
CP1	CP/M 8"	3,463	0.6%	76,324.75	0.8%	22.04
KA1	Kaypro II	3,017	0.5%	64,428.38	0.7%	21.36
MS1	MS-DOS 2.0	2,603	0.5%	52,733.78	0.6%	20.26
RO1	Royal Alphatronic	1,999	0.3%	31,944.02	0.3%	15.98
TA1	TRS-80 Model I	1,613	0.3%	32,870.91	0.4%	20.38
TI1	TI Professional	1,488	0.3%	32,021.41	0.3%	21.52
NE2	NEC APC	285	0.0%	7,100.37	0.1%	24.91
OS1	Osborne	240	0.0%	6,075.45	0.1%	25.31
DE2	DEC Rainbow/Decmate	117	0.0%	4,541.36	0.0%	38.82
DE1	DEC RT-11	107	0.0%	3,175.55	0.0%	29.68
NE1	NEC PC-8000	54	0.0%	1,242.68	0.0%	23.01

574,825 100.0%

\$ 9,364,009.03 100.0%

16.29

Sales 4/88 - 3/89 (FY 88 + FY 89)

AMFV	6,122
Ballyhoo	3,604
Beyond Zork	45,532
Border Zone	11,516
Bureaucracy	28,010
Cutthroats	2,542
Deadline	3,719
Enchanter	322
Hitchhiker's	88,651
Hijinx	12,080
Infidel	8,178
LGOP	76,513
Lurking	22,539
Moonmist	7,887
Nord & Bert	17,043
Planetfall	9,897
Plundered	15,460
Seastalker	4,832
Sherlock	21,317
Sorcerer	3,114
Spellbreaker	5,934
Starcross	4,614
Stationfall	21,113
Suspect	3,719
Suspended	4,008
Trinity	2,564
Wishbringer	41,903
Witness	3,785
Zork I	50,092
Zork II	7,335
Zork III	2,228
Zork Zero	4,512

Battletech	14,147
Cornerstone	3,516
Fooblitzky	(-714)
Quarterstaff	7,760
Sampler	(-1333)

Zork Quest II	3,360
Zork Quest	15,888
Lane Mastodon	15,361
Gamma Force	11,879

Mystery Tril.	3,489
Ench. Tril.	1,421
Sci-Fi Tril.	4,452
Zork Tril.	20,819

Journey
Shogun
Arthur

ORDERS BY MONTH

		<u>1986</u>	<u>1985</u>	<u>1984</u>	<u>1983</u>	<u>1982</u>	<u>1981</u>
January	Interactive Fiction		29,544	18,498	5,153	805	
	Cornerstone		1,464				
	Invisiclues		5,570				
	Samplers		1,328				
February	Interactive Fiction		32,353	25,352	2,752	635	
	Cornerstone		1,464				
	Invisiclues		4,320				
	Sampler		919				
March	Interactive Fiction		30,611	22,045	18,964	4,840	
	Cornerstone		0				
	Invisiclues		30,770				
	Sampler		1,902				
April	Interactive Fiction		23,621	23,137	12,327	2,420	
	Cornerstone		1,925				
	Invisiclues		9,507				
	Sampler		708				
May	Interactive Fiction		16,492	11,150	14,158	4,771	
	Cornerstone		0				
	Invisiclues		15,819				
	Sampler		150				
June	Interactive Fiction		35,534	43,641	35,290	1,950	
	Cornerstone		0				
	Invisiclues		16,270				
	Sampler		168				

July	Interactive Fiction	44,299	56,892	12,000	5,024	
	Cornerstone	1,128				
	Invisiclues	12,430				
	Sampler	1,848				
August	Interactive Fiction	38,789	18,018	20,005	4,044	
	Cornerstone	245				
	Invisiclues	15,425				
	Sampler	7,512				
September	Interactive Fiction	50,231	102,116	40,405	14,502	
	Cornerstone	828				
	Invisiclues	9,212				
	Sampler	958				
October	Interactive Fiction	158,305	112,300	33,133	14,364	145
	Cornerstone	1,078				
	Invisiclues	28,295				
	Sampler	7,682				
November	Interactive Fiction	39,582	91,513	35,000	17,502	2,855
	Cornerstone	610				
	Invisiclues	12,960				
	Sampler	4,638				
December	Interactive Fiction		58,266	40,519	12,502	1,275
	Cornerstone					
	Invisiclues					
	Sampler					
Total YTD	Interactive Fiction	499,361	582,928	269,886	83,581	4275
	Cornerstone	8,742				
	Invisiclues	160,578	78,000			
	Sampler	27,813				

INFOCON SHIPMENTS
BY TITLE AND YEAR

Year Game	1981	1982	1983 Infocon	Commodore	1984 Infocon	Commodore	1985 Infocon	1986 Infocon	TOTAL
Zork I	9,517	38,405	58,918	37,230	98,054 #	54,046	63,635	19,182	378,987
Zork II	2,800	16,118	29,405	31,207	45,873 #	21,436	23,382	2,983	173,204
Zork III		10,653	24,551	25,224	36,070 #	14,664	13,999	4,071	129,232
Deadline		23,388	32,113	29,499	29,566	23,959	1,438	756	140,719
Starcross		10,784	19,349	23,521	19,452 #	13,518	2,066	1,625	90,315
Suspended			23,343	32,204	18,933 #	21,391	3,657	28	99,556
Witness			25,765		34,712 #		10,549	1,739	72,765
Planetfall			21,162		43,606 #		4,927	617	70,312
Enchanter			18,703		31,222		14,641	7,246	71,812
Infidel			16,257		20,250		4,594	501	41,602
Sorcerer					31,334		8,358	2,260	41,952
Seastalker					31,384		9,962	(1,926)	39,420
Cutthroats					52,703 ##		19,958 ###	3,302	75,963
Hitchhiker's					59,007 #		165,892	29,350	254,249
Suspect					22,659 #		22,868 #	1,929	47,456
Wishbringer							72,334	740	73,074
Mind Forever							26,275	1,818	28,093
Spellbreaker							32,977	(3,096)	29,881
Footblitzky							500	7,725	8,225
Cornerstone							8852	9265	18,117
Ballyhoo								23,912	23,912
Trinity								35,159	35,159
Leather Goddesses								53,543	53,543
Moonmist								24,777	24,777
Enchanter Tril.								4,500	4,500
Zork Tril.								3,270	3,270
Total	12,317	99,348	269,566	178,885	574,825	149,014	510,864	235,276	2,030,095

10,000 Commodore #4 Included
15,700 Commodore #4 Included
4,300 Commodore #4 Included